GRAPHICS PROCESSING UNIT SELF-PROGRAMMING

ABSTRACT OF THE DISCLOSURE

A method of self-programming a graphics processing unit (GPU) includes receiving a blit instruction defining a blit operation and storing a first control value in a control register, which determines the behavior of the GPU, using the blit operation. The blit instruction is read by the GPU from a command buffer asynchronously with the CPU. The blit operation is applied to a second control value to determine the first control value. The second control value can be stored in a memory, such as a second control register or a table of control values accessed by an index value. In one application, the second control value is a starting memory address for a display buffer, while in another application, second control value is a clip plane distance. The blit operation can include a copy operation, a colorkey operation, a logic operation, and/or a pattern copy operation on the first control value.

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